

Pirates!

Rules Brief

Pirate Tricks:

- *Maraud* to be “where you’re not wanted” (place chosen by the GM) when nobody pays attention to you,
- *Kill* to kill someone,
- *Tease* to annoy or frighten people,
- *Devastate* to ransack, pillage, search, frisk, fire a cannon or smash something,
- *Spring* to be a dare-devil and
- *Booze* to drink far too much, and earn one Luck point if the gauge isn’t full already.

Captain Trick: Rank to lead or recruit a crew, conduct the ship, take an advantage during a naval battle.

Poultry Trick: pirates don’t do poultry tricks (unless they are poultry themselves!), so they force the poultry to do it for them. Poultryies are people who do not hit back: notaries, priests, barbers, florists ...

Success: a pirate (or captain) trick is successful if the die is equal or lower than that trick’s score.

Failure: spend one Luck point or be Wounded. You’re hurt anyway.

Luck points: shared gauge, three points per player maximum.

Wounded: inactive until the next Scene.

Breaking a Taboo: take a Wound and remove 1D6 Luck points.

Taboos:

- meddling with doors,
- being rude with ladies,
- killing in odd numbers,
- drinking alone,
- thinking before acting,
- stealing from a friend.

Daily Need: roll a die when waking up, the first time the pirate successfully performs this Pirate Trick, he gets 1D6 Treasure points. He will have a new need each morning.

Explosions: when Devastate might kill people, the result of the die is also the number of kills, even when the action is a failure. You may apply a multiplier of three or five for very big explosions.

After-Effects: after very hard times, the GM may inflict an After-Effect to a pirate. After-Effects are:

- 1 burnt,
- 2 hook,
- 3 peg leg,
- 4 toothless,
- 5 eye-patch,
- 6 scars.

I’ve Had Worse: if an After-Effect justifies it, a pirate can shout “I’ve had worse!” and ignore a Wound.

Precedence: if necessary, consider that pirates with higher Reputation act first.

Booty: when he takes a booty a pirate earns one Treasure point, sometimes 1D6 for precious objects, or 2D6 for even more precious objects.

Dead Man’s Chest: when someone rolls a five, place a marker on the table. The next player to roll a five removes the marker and earns five Treasure points.

Bury a Treasure: you must bury all the points. They are added to your Reputation, and you can add one point to a Pirate Trick with a limit: 5 for 45tp, 4 for 30tp, 3 for 18tp, 2 for 9tp and 1 for 3tp.

Rank and Reputation:

0	0	cabin boy
1	50	sailor
2	120	pirate
3	250	old salt
4	500	older salt
5	1000	floating legend.

Character creation: chose a name, get 2D6 Reputation, allocate the scores 0, 1, 2, 3, 4 and 5 to the Pirate Tricks. The player may take a Peculiarity if he wants to, rolling with 1D66 or picking one.

Character death: you can kill a player character by hanging him, only it takes two or three days to kill him that way and he will probably escape in the meantime.

